

1 CLAIM LISTING

2 1. (Previously Presented) A gaming machine including:

3 (a) a cabinet;

4 (b) a game video display located at a front side of the cabinet;

5 (c) a first additional video display located at the front side of the cabinet above the
6 game video display, the first additional video display extending substantially the
7 entire width of a front side of the gaming machine;

8 (d) a player control touch screen display located below the game video display at the
9 front side of the cabinet and extending substantially the entire width of the front
10 side of the gaming machine, the player control touch screen display forming a
11 portion of a forwardly projecting ledge located below the game video display and
12 extending transversely to a plane of the game video display; and

13 (e) a second additional video display located at the front side of the cabinet below the
14 player control touch screen display, the second additional video display extending
15 substantially the entire width of the front side of the gaming machine in an area
16 below the player control touch screen display.

17
18 2. (Previously Presented) The gaming machine of Claim 1 wherein the player control touch
19 screen display, the game video display, the first additional video display, and the second
20 additional video display together produce the entire graphic content for a game
21 presentation provided by the gaming machine.

22
23 3. Canceled

1 4. (Previously Presented) The gaming machine of Claim 1 further including a mechanical
2 player input device or player interface device located on the forwardly projecting ledge.

3
4 5. (Previously Presented) The gaming machine of Claim 1 further including at least one
5 player interface device located on the front side of the gaming machine in an area
6 removed from the forwardly projecting ledge.

7
8 6. (Previously Presented) A gaming system including:

- 9 (a) a number of gaming machines, each gaming machine including a respective game
10 presentation arrangement having a game video display, a first additional video
11 display located above the game video display, a player control touch screen
12 display located below the game video display and forming a ledge projecting from
13 a plane of the game video display, a second additional video display located below
14 the player control touch screen display, and a processing arrangement for
15 controlling the game video display, first additional video display, second
16 additional video display, and player control touch screen display, and wherein
17 each of the game video display, first additional video display, second additional
18 video display, and player control touch screen display extend substantially the
19 entire width of a front side of the respective gaming machine; and
20 (b) a game modification controller in communication with each respective gaming
21 machine, the game modification controller for selectively communicating
22 presentation switching instructions to each respective gaming machine, the
23 presentation switching instructions being executable at the respective gaming

1 machine to cause the respective gaming machine to switch the content of the game
2 video display, the first additional video display, the second additional video
3 display, and the player control touch screen display in the operation of the
4 respective gaming machine from content for a first game presentation to content
5 for a second game presentation.
6

7 7-8 Canceled

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9 9. (Previously Presented) The gaming system of Claim 6 further including a game
10 presentation server with a presentation storage arrangement for storing multiple sets of
11 presentation instructions, each set of presentation instructions being executable at a
12 respective one of the gaming machines to define the video content of each respective
13 video display on the respective gaming machine during the operation of the respective
14 gaming machine.
15

16 10. (Previously Presented) The gaming system of Claim 9 wherein the game modification
17 controller is also for directing the transfer of a new set of presentation instructions from
18 the game presentation server to a respective one of the gaming machines in connection
19 with the presentation switching instructions communicated to the respective gaming
20 machine.
21

22 11. (Previously Presented) The gaming system of Claim 6 further including a gaming
23 machine usage monitoring arrangement for monitoring the usage of at least a portion of

1 the gaming machines and providing control inputs to the game modification controller
2 based on the monitored usage.
3

4 12. (Original) The gaming system of Claim 6 wherein the game modification controller
5 communicates presentation switching instructions to a respective gaming machine in
6 response to a player input at the gaming machine.
7

8 13. (Previously Presented) The gaming system of Claim 6 wherein at least one of the gaming
9 machines includes a storage device storing a number of sets of presentation instructions,
10 each set of presentation instructions being executable at the respective gaming machine to
11 define the video content of the respective video displays on the respective gaming
12 machine during the operation of the respective gaming machine.
13

14 14. (Previously Presented) A method of making a game presentation at a gaming machine,
15 the method including:

- 16 (a) displaying a first game presentation component on a first video display located at
17 a front side of the gaming machine, the first game presentation component
18 comprising a first portion of a first game presentation;
19 (b) simultaneously with displaying the first game presentation component, displaying
20 a second game presentation component on a second video display located at the
21 front side of the gaming machine below the first video display, the second game
22 presentation component comprising a second portion of the first game
23 presentation;

1 (c) simultaneously with displaying the first game presentation component, displaying
2 a third game presentation component on a third video display located at the front
3 side of the gaming machine below the second video display and forming a portion
4 of a ledge extending from a plane of the second video display, the third game
5 presentation component comprising a third portion of the first game presentation;
6 and

7 (d) simultaneously with displaying the first game presentation component, displaying
8 a fourth game presentation component on a fourth video display located at the
9 front side of the gaming machine below the third video display, the first, second,
10 third, and fourth game presentation components combining to produce the first
11 game presentation.

12
13 15. Canceled

14
15 16. (Previously Presented) A method of controlling a gaming machine, the method
16 including:

17 (a) displaying a first game presentation through a series of four video displays located
18 at a front side of the gaming machine in columnar fashion, each respective video
19 display showing a respective portion of the first game presentation and extending
20 across substantially the entire width of the front side of the gaming machine;

21 (b) producing a presentation switching instruction at least partially based on the
22 utilization of additional gaming machines included in a gaming system in which

1 the gaming machine is included, the additional gaming machines each providing a
2 second game presentation; and

3 (c) in response to the presentation switching instruction, displaying the second game
4 presentation through the video displays located at the front side of the gaming
5 machine, each respective video display showing a respective portion of the second
6 game presentation.

7
8 17. (Previously Presented) The method of Claim 16 further including the step of monitoring
9 usage of the gaming machine and the additional gaming machines in the gaming system
10 to produce usage information and wherein the presentation switching instruction is issued
11 in response to the usage information.

12
13 18. (Original) The method of Claim 16 further including the step of simultaneously storing a
14 first game presentation instruction set and a second game presentation instruction set at
15 the gaming machine, the first game presentation instruction set being executable to
16 display the first game presentation and the second game presentation instruction set being
17 executable to display the second game presentation.

18
19 19. (Original) The method of Claim 16 further including the steps of:

20 (a) storing a second game presentation instruction set at a game presentation server
21 remote from the gaming machine; and

1 (b) communicating the second game presentation instruction set to the gaming
2 machine to facilitate the display of the second game presentation at the gaming
3 machine.

4
5 20. (Previously Presented) The method of Claim 16 wherein the step of producing the
6 presentation switching instruction is performed based partially on inactivity at the gaming
7 machine.

8
9 21. (Currently Amended) A gaming machine including:

10 (a) a cabinet;

11 (b) a game video display located at a front side of the cabinet;

12 (c) a player control video display forming at least a portion of a forwardly projecting
13 ledge located immediately below the game video display at the front side of the
14 cabinet, the forwardly projecting ledge extending transversely to a plane of the
15 game video display; and

16 (d) a first additional video display located at the front side of the cabinet above the
17 game video display, the first additional video display ~~expending~~ extending
18 substantially the entire width of a front side of the gaming machine.

19
20 22. Canceled

1 23. (Previously Presented) The gaming machine of Claim 21 further including:

2 (a) a second additional video display located at the front side of the cabinet below the
3 player control video display; and

4 (b) one or more player interface devices located generally in the plane of the second
5 additional video display.

6 24-25 Canceled

7
8 26. (Previously Presented) The gaming machine of Claim 21 further including one or more
9 mechanical player input devices mounted on the forwardly projecting ledge.

10
11 27. (Previously Presented) The gaming machine of Claim 21 further including one or more
12 mechanical player interface devices mounted on the gaming machine in an area removed
13 from the forwardly projecting ledge.